

5. (Original) The game machine as described in Claim 1, wherein said display mechanism uses a time interval to change a common wild symbol shared in said winning arrangements to at least one other type of said symbols that established said winning arrangements.

6. (Original) The game machine as described in Claim 2, wherein:
said display mechanism displays said wild symbol in one of said display areas of said display module in a static display, while said symbols in other said display areas of said display module are in a changing display; and
said wild symbol is vibrated when said evaluation module determines that said pre-determined combination of symbols are arranged in said multiple winning arrangements.

7. (Currently Amended) The game machine as described in Claim 1, further comprising a selection module that selects a multiplication factor for game points ~~what~~ that is pre-determined according to said winning arrangement of said symbols, wherein said multiplication factor, together with said wild symbol, is displayed in each of said display areas of said display module where said wild symbol is displayed.

8. (Currently Amended) A method for providing a game program, said method comprising the steps of:
providing a display comprising a changing display in which multiple symbols in a static display in multiple display areas of said display are changing constantly to various symbols comprising a wild symbol, said display further comprising said static display in which said symbols in said changing display become static again in said multiple display areas of said display;
determining said symbols in said static display in each of said display areas of said display;
recognizing an arrangement of said symbols in said static display; and
providing a visual display differentiation of at least one of:
said arrangement of said symbols by which multiple wins are established in said static display; and

a win line associated with said arrangement of said symbols by which said multiple wins are established,

when a pre-determined combination of said symbols is arranged so that said multiple wins are established by including at least one of said wild symbols.

9. (Currently Amended) The game machine as described in Claim 2, wherein said display mechanism sequentially ~~displays~~ visually differentiates at least one of:

said multiple winning arrangements of said symbols by which said multiple wins are established; and

said win lines related to said multiple winning arrangements of said symbols by which said multiple wins are established,

according to each individual winning pattern established by said multiple winning arrangements of said symbols by which said multiple wins are established.

10. (Currently Amended) The game machine as described in Claim 2, wherein said display mechanism ~~vibrates~~ visually differentiates by vibrating in said display module said symbols that are arranged to establish said multiple wins which share at least one common wild symbol.

11. (Currently Amended) The game machine as described in Claim 3, wherein said display mechanism ~~vibrates~~ visually differentiates by vibrating in said display module said symbols that are arranged to establish said multiple wins which share at least one common wild symbol.

12. (Original) The game machine as described in Claim 2, wherein said display mechanism uses a time interval to change a common wild symbol shared in said winning arrangements to at least one other type of said symbols that established said winning arrangements.

13. (Original) The game machine as described in Claim 3, wherein said display mechanism uses a time interval to change a common wild symbol shared in said winning arrangements to at least one other type of said symbols that established said winning arrangements.

14. (Original) The game machine as described in Claim 2, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said winning arrangement of said symbols, wherein said multiplication factor, together with said wild symbol, is displayed in each of said display areas of said display module where said wild symbol is displayed.

15. (Original) The game machine as described in Claim 3, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said winning arrangement of said symbols, wherein said multiplication factor, together with said wild symbol, is displayed in each of said display areas of said display module where said wild symbol is displayed.

16. (Original) The game machine as described in Claim 4, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said winning arrangement of said symbols, wherein said multiplication factor, together with said wild symbol, is displayed in each of said display areas of said display module where said wild symbol is displayed.

17. (Original) The game machine as described in Claim 5, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said winning arrangement of said symbols, wherein said multiplication factor, together with said wild symbol, is displayed in each of said display areas of said display module where said wild symbol is displayed.

18. (Currently Amended) A method of providing a game, said method comprising the steps of:

providing a display comprising a changing display in which multiple symbols in a static display in multiple display areas of said display are changing constantly to various symbols comprising a wild symbol, said display further comprising said static display in which said symbols in said changing display become static again in said multiple display areas of said display;

recognizing an arrangement of said symbols in said static display; and

providing a visual display differentiation of at least one of:

said arrangement of said symbols by which multiple wins are established in said static display; and

a win line associated with said arrangement of said symbols by which said multiple wins are established,

when a pre-determined combination of said symbols is arranged so that said multiple wins are established by including at least one of said wild symbols.

19. (Currently Amended) The method as described in Claim 8, wherein at least one of: said arrangement of said symbols by which said multiple wins are established and said win line associated with said arrangement of said symbols by which said multiple wins are established are sequentially displayed visual differentiated according to each individual winning pattern established by said arrangement of said symbols by which said multiple wins are established.

20. (Original) The method as described in Claim 8, wherein said step of providing a visual display further comprises the step of vibrating said symbols that are arranged to establish said multiple wins which share at least one common wild symbol.

21. (Original) The method as described in Claim 8, wherein said step of providing a visual display further comprises the step of using a time interval to change a common wild symbol

shard in a plurality of said arrangements to at least one other type of said symbols that established said arrangement.

22. (Original) The method as described in Claim 8, wherein:

said wild symbol in one of said display areas of said display is displayed in a static display, while said symbols in other said display areas of said display are in a changing display; and
said wild symbol is vibrated when said pre-determined combination of said symbols is arranged so that said multiple wins are established.

23. (Original) The method as described in Claim 8, further comprising the step of selecting a multiplication factor for game points that is pre-determined according to said arrangement of said symbols, wherein said multiplication factor, together with said wild symbol, is displayed in each of said display areas of said display where said wild symbol is displayed.

24. (New) A game machine comprising:

a display module that is capable of displaying a changing display at a start of a game, wherein multiple symbols in a static display in multiple display areas of the display module are changing constantly to various symbols including a wild symbol, the display module being capable of displaying the static display wherein the symbols in the changing display become static again in the multiple display areas of the display module;

an evaluation module that can recognize arrangements of the symbols in the static display and can determine that a pre-determined combination of symbols are arranged to establish at least one winning arrangement; and

a display mechanism that visually alters the static display displayed by the display module to indicate the symbols that establish multiple winning arrangements when at least two of the multiple winning arrangements of symbols are established by the shared inclusion of a common wild symbol.